

## **Lore**

Beginning cutscene:

An evil pizza tower emerges near Peppino's pizza business, turning the whole world into chaos. Peppino, to save his business and fulfill his Italian family heritage of fighting evil pizza entity, has a mission to take down the tower. He goes there with his scooter.

Middle part:

Uneventful, Peppino simply climbs up the tower and fights the Noise. No dialogue or cutscene interruption aside from the boss intro which plays a small cutscene of Noise getting his machines ready.

## **Overall game structure**

The game is separated in multiple straightforward levels. At the end of each level you are greeted by a rank screen, then you are shown your progression on the map screen of the game. This map screen shows your total amount of points yet, the treasure you have collected so far and the path you have taken going through the tower. The path you take through the tower to get to the end depends on which exit gate you took. Some level will have alternate routes. Every 3 levels, you have to fight a boss. Once you have beaten the game, you can revisit any level that you want, however your final score count won't be considered (you need to do a new game if you want another ending or final score/ or a new "run"). This level select map also lets you know how many secrets you have found.

The player starts the level by walking up a door that closes as you exit it. In the level, he can find secret rooms, there are 6 of these per level. Whenever a player enters a secret room, text will let the player know how many they have found out of 6.

The level design is very much like Wario Land, which means more maze-like but more on the vertical side. Levels are not straightforward like Mario, they might require some backtracking and even might loop on themselves. The escape bit emphasizes on that. Most of the level will be made this way to reflect a tower-ish design but some levels like the desert however only take place on one floor and are completely horizontal. Like Wario Land, levels will have you use states to progress and complete puzzles. Most level will use one or two new unique gimmicks while introducing or reusing those states. Levels are a mix of action and puzzle, sometimes presenting you an obstacle to overcome or having you figure out where to go and how to progress.

After the map screen, Peppino gets to an hallway leading to a staircase to the next level. Peppino can talk to some NPC here for flavor text.

## Peppino's Moveset

**Jump:** Peppino jumps is very easy to control. He has no momentum needed for accelerating. Holding down the button makes him jump higher like any old platformer.

**Crouch:** Peppino can crouch and jump while crouching, which makes him cover only 1 tile to get through gaps. Like with jumping, Peppino will latch on by one pixel to a surface he fit if he presses the direction of the gap while over the gap. If Peppino tries to get through a 1 tile block while crouching he will fall (while when walking normally he wouldnt).

**Mach:** The most important move in the game and Peppino's primary tool. By pressing down the button and holding a direction, Peppino will start ramming into things until he stops himself or hit something that stops him. This move can only be done on the ground, and jumping will not augment the speed. In the Mach 1 state, Peppino can't do much. In Mach 2, Peppino can ram into blocks and enemies until he stops to kill them. Mach 3 works like a finishing blow when touching an object, and can activate Mach roll and Mach super jump. Mach 3 also destroys metal block.

**Mach punch:** This move does itself automatically if you run into enemies while doing the Suplex Dash. Peppino will unrelentlessly hit the enemies until they are at 0 hp to do the grab.

**Mach roll:** Pressing down while in mach 3 makes Peppino enter a roll that works like the mach 3, minus the ability to jump. NOTE: This can only destroy small blocks, otherwise Peppino will bump into any other one and destroy them (Cant destroy metal).

**Mach super jump:** By holding up at mach 3, Peppino will come to a stop and crouch down. You can either move while crouched or release the super jump. Super jump can destroy metal blocks, and stops when hitting a ceiling. NOTE: Peppino will dead stop if he touches any blocks that isnt the small blocks, but also destroy them (Cant destroy metal).

**Finishing blow:** When an enemy is grabbed and the suplex dash key is pressed, he will charge up an attack that will kill and send the enemy flying in a chosen direciton for him an another enemy to be killed. This final blow move can be influenced in its throw trajectory. This finishing blow move occurs on objects, enemies, and a number of other item that you simply press mach on. Ramming into something at Mach 3 will have the same effect has the finishing blow. If you are in the air, Peppino will spike the enemy downward. The animation for this are varied since you will be doing this move a lot. The violence for it is over the the top and violent (it can also range from 1 hit to multiple hit in the animation, but the result is

the same). The animation variety ranges from 8 of them and 3 in the air. Peppino can also do a piledriver by pressing down in the air.





Grab: Stunned enemies are grabbed if you suplex dash into them, same for some objects. If its an enemy, Peppino do a finishing blow, otherwise he will only throw it normally.

Suplex dash: Move that does the mach punch if it hits an enemy. It works like Wario's Shoulder bash movement-wise, except that the effect is much different when it hits an enemy. It picks up stunned enemies and attacks enemies who arent.

Body Slam: By pressing down in the air, Peppino does a body slam that slightly suspend him in the air before dropping. If Peppino does it from a high enough height he can destroy metal blocks underneath him. This amount to a killing blow if at enough height, and will stun the enemy otherwise like mach punch. Big blocks = slam and stop, small blocks = continue plowing through.

Stomp: Peppino gain x2 jump height if he bounce off an enemy. The enemy slightly recoil, but isn't stunned (You need to either punch them or body slam them).

Climb ladders: Peppino can climb ladders by simply pressing upon one of them. He can also jump off of them.

## **Important items**

Secret treasure: These are worth a lot of points once you have collected them, but they are harder to find than any regular points and are often hidden behind puzzle.

The toppings: Save them all for a reward!

The pillar: The pillar stops you from progressing by blocking you until you destroy it, where it will activate a timer.

End gate: You must get there to finish the level and stop the timer.

Key: These allows you to go through a locked door

## **Basic obstacles and items**

Pizza points: The more you collect these, the more they are added to your total at the end of the level. You can reach a total point threshold which will determine your ending. These come in 4 kinds: Pizza topping (10 points), Spinning pizza slice (25 points), Complete Pizza (100 points) and Giant Pizza (1000 points).

Breakable blocks: These comes in 4 forms: Small breakable blocks will stop ramming into them at Mach 1, big breakable blocks will stop Mach 2. The pizza colored ones drops points, ranging from 10 and 50.

Electrical outlets: Get rid of almost all transformations, hurts Peppino and make him lose points (-50 points).

Pillar blocks: These switch from solid to non-solid (and vice versa) once the pillar has been destroyed.

Doors: You need to be standing on a solid to enter them. Locked doors need a key.

Ladders: You can jump off those and grab on to them in almost any normal states.

Pizzasona: These appears in secret rooms, and always gives you a lot of points if you touch them, then they disappear.

## **Levels**

### **Tower**

## Entrance

The tutorial level. It does not contain any gimmick whatsoever. It simply teaches you every moves that Peppino has and the mechanics of each levels. The enemies in the level are the most basic ones: The forknight and the cheeseslime. It's a very short level so there is no need for more than that. Here are the things it teaches you:

- The points
- Mach 2
- Mach 3
- Jumping with Mach
- Crouching
- Crouching and jumping
- Mach roll
- Picking up things and throwing
- Super jump
- The toppin
- The pillar
- The end gate



## Medieval

This level introduce the knight suit, aside from also being the true first level to the game. Here are the things this level test you with: If you remember anything from the tutorial. This level uses the Knight suit

Enemies will try to knock you over platforms, but overall this is meant to be an easy level. It will only have Forknight and Cheeseslime. And the Pepperoni Goblin, who kicks you into a ball to roll back into a wall. The Pizzard will shoot bolts at you to try to drag you down in the knight suit, where you will have to either wait or find a slope to get rid of.

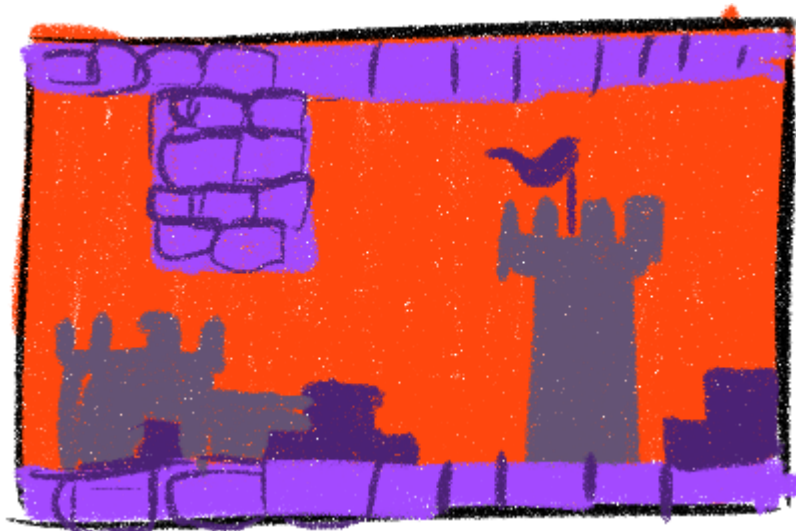
Challenges:

- Clearing through rows of blocks
- Trying to reach points through stomping enemies
- Trying Super Jumping into impossible to reach place
- Trying Mach rolling hard to reach gaps
- Avoiding electrical outlets
- Finding the key through 2 branching path
- Avoid falling down and obstacles while trying to charge Mach 3
- Trying to climb up platforms while avoiding getting knocked down by Forknights
- Avoiding getting kicked back by Goblins
- Getting kicked on purpose by a Goblin to roll in an otherwise unreachable gap
- Rushing to the exit through hazardous terrain
- Avoid Pizzard bolts

Utilised gimmick:

- Ball Peppino
- Knight Peppino
- Pizzard
- Pepperoni goblin
- Slip and slide things (Banana, wet floor)

Aesthetic wise, this level takes place in the outside part of the tower, it has flags reminiscent of medieval castle.



## Ruins

It's the second level, this is where things get a bit more spicy and where the game difficulty gets fixed until the final tower levels. This level utilise bombs has its main gimmick. It also has falling platforms, and overall a focus on trying not to fall down larger vertical rooms. This level contains a few new enemies: Bomb Goblin, Fencer (they charge at you when you get

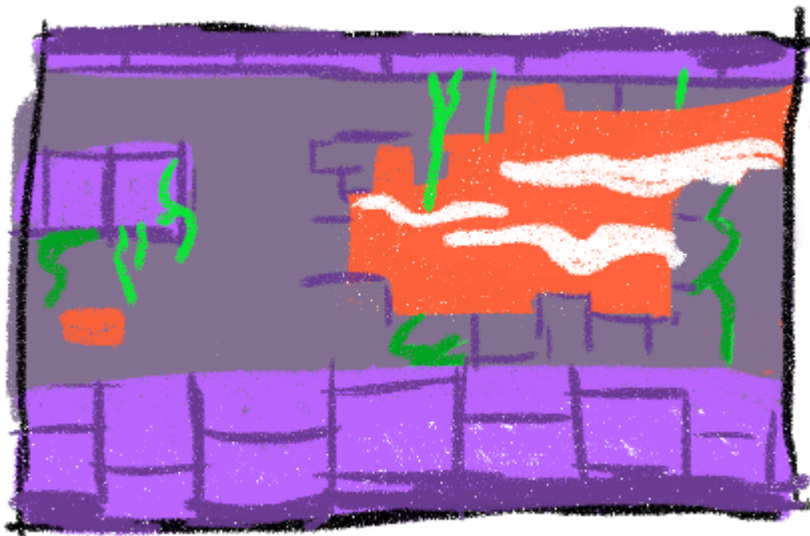
near when staying otherwise steady). Since this is another tower level, the Pepperoni Goblin reappears to throw you off but there is another layer to it, where if you get kicked by the right one in the right place you will clear an optional puzzle. This level also introduce the idea of being able to have multiple keys.

#### Challenges:

- Trying to find a way through this more complex maze-like level.
- Getting hit on purpose by the pizza goblin to destroy a bomb block
- Avoiding a bomb goblin bombs to not fall off platforms
- Jump over obstacle with the bomb transformation to reach a bomb block
- Finding a way for the bomb goblin to throw a bomb at you
- Avoiding falling bricks
- Getting hit by a falling brick on the right spot
- Platforming on falling platforms
- Using the mach roll to get through a gap with falling platforms
- Using mach to get through low ceiling with falling brick
- Using the mach super jump on a falling platform before it falls
- Building up speed on falling platforms
- Avoiding Fencer
- Getting kicked at the right place by the Pepperoni Goblin

#### Utilised gimmick:

- Bomb goblins
- Bomb blocks
- Falling platforms
- Ball Peppino





## Dungeon

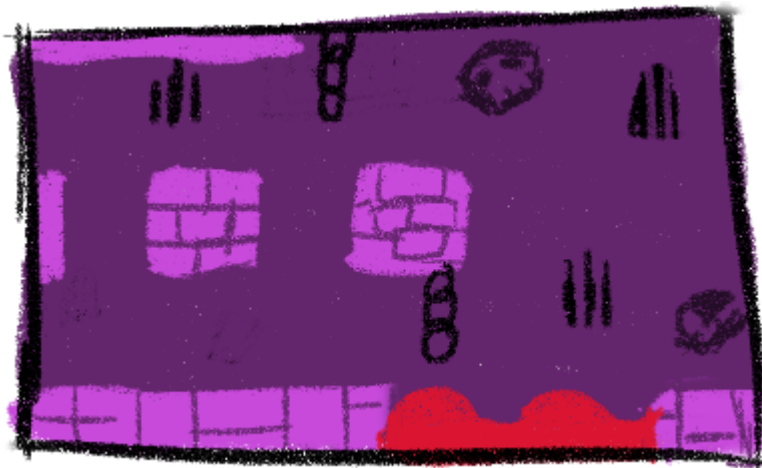
The dungeon is dark, has boiling sauce and is overall more dangerous than the other area. Spinning pizza cutter are used as obstacles to knock you off platforms. This level reuses most of the enemies from the area has it is the “crescendo” of Tower area. It uses enemies like the Forknight, Fencer, Pepperoni Goblin and Bomb Goblin, but not for any new challenge and rather just obstacles. Winged anchovies are the new enemies in this area, they can be jumped on and tries to bomb dive you to attack.

Challenges:

- Avoiding Bomb Goblin/Fencer/Forknight/Pepperoni Goblin from throwing you off platforms
- Jumping across ladders to avoid the boiling sauce
- Avoiding falling in boiling sauce
- Falling in boiling sauce on purpose to get up somewhere.
- Avoiding getting hit by spinning Pizza cutters
- Using Super jump to get up from the very bottom of the level (Level goes around in a loop to let way for charging the super jump.
- Avoid Flying Anchovies

Utilised gimmick:

- Boiling sauce (Fireass)
- Spinning Pizza cutters
- Flying Anchovies



## Western

## Desert

This desert level is pretty much almost completely done aside from a few key difference that will be made considering this is the fifth level in the game (and also the fact that the whole level takes place in a singular tower rather than outside of it). This level uses Kentucky Kenny hot wings to get through the level, and TNT blocks that can destroy rock blocks. This level also has speed boosters that can instantly makes you at Mach 3. This level could use some additional challenges to fully explore what the mechanics could do, and some changes in the ending UFO part (since this will become a full level of it's own. This level also has exploding motorcycles used as a gimmick that could be changed into something more substantial (let's say..... actually riding the motorcycle). Pizzacycle can be jumped on to go at very fast speed but will always explode when hitting a wall (which can be used to progress in some area). This level also introduce a few enemies variation that are a bit inconsequentials and rather just obstacles: The spitting cheese, the big cheese, the tomahawk cheese.

### Challenges:

- Beating a varied bunch of cheese folks
- Avoiding kentucky kenny wings
- Getting hit by kentucky kenny wings on purpose to shoot fire and destroy TNT
- Getting hit by kentucky kenny wings on purpose while avoiding TNT
- Find a way for kentucky kenny to throw a wing at you in the right place
- Destroy hard to reach TNT blocks with a Super jump
- Destroy TNT with a body slam
- Destroy a TNT block but do a race against the rock getting destroyed (optional since those don't respawn)
- Use the boost pad to quickly super jump/mach roll
- Bring down the boost pad using physics by destroying bricks under it
- Find a way to destroy metal blocks holding the boost pad
- Platforming with the boost pad
- Use the Pizzacycle to crash into rockblocks
- Platforming with the Pizzacycle to crash into rockblocks

### Unique gimmick:

- Kentucky Kenny
- TNT blocks and rock blocks
- Pizzacycle
- Booster pads



## Cowboy

A level that introduces the shotgun and the ghost transformation. The shotgun allows you to take on enemies at distance and destroy certain obstacle. The shotgun also allows you to shoot downward for a double jump. You find shotgun on walls of the saloon. The shotgun has 4 bullets, when those are depleted you lose the shotgun. Boxes of bullets are scattered around to reload the shotgun bullets. The ghost transformation allows you to go through cheesegrater wall, electric outlets and enemies. Its initiated when you get shot by a Rancher, which is an stationary enemy that shoots you when you are in front of him. You can also fly. Tombstone turns you back to normal. Bandito chicken tries chases you and peck you off platforms. You can pick up tombstone and throw them.

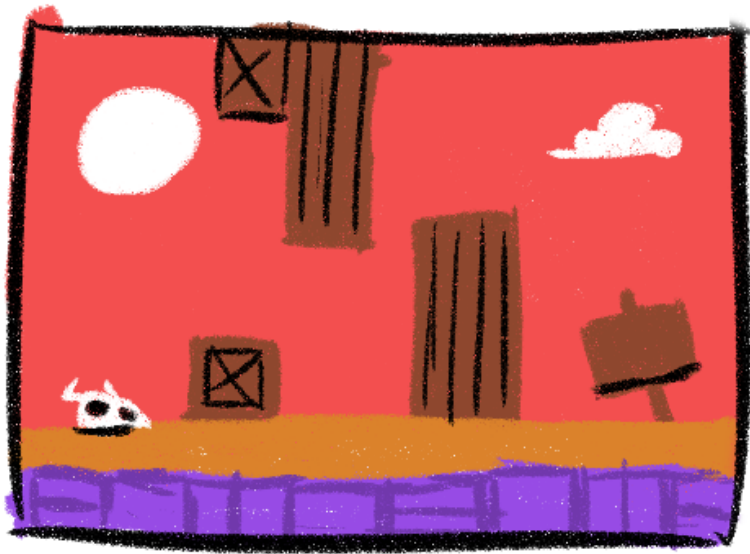
### Challenges:

- Shooting shotgun blocks to progress
- Trying to keep the shotgun all the way to a block
- Shotgun jumping to reach an height
- Shotgun jumping to reach an height while reloading ammo
- Clear a path with the shotgun while not wasting all of the ammo
- Kill Bandito chicken using mach
- Kill Bandito chicken swarm using the shotgun
- Avoid getting hit by Rancher
- Get hit by Rancher on purpose to become a ghost
- Platforming challenge for Rancher to hit you
- Move lob tombstone somewhere to respawn has a ghost at the right place
- Maneuver around tombstone as a ghost

### Unique gimmick:

- Rancher
- Tombstones
- Bandito Chicken

- Shotgun
- Ammo boxes



### Crashed UFO

The UFO level is a bit like the mansion, it loops around itself and is shaped like the spaceship (the upper glass part and the down interior part). This level introduce low grav Peppino which makes you enter a current in the air (which works like a spaceship beam in some alien movie). These current are either permanent or timed to appear. This level has switches that can be activated to turn on or off some of those tractor beam, obviously used for puzzle purposes and progressing. This level also has lasers that can teleport Peppino to a same colored teleporter end point. These lasers can either be shot by cheeselimes with laser guns or turrets that constantly shoots vertically. Pizza Cows are scattered across the level, you can pick them up to use as platforms.

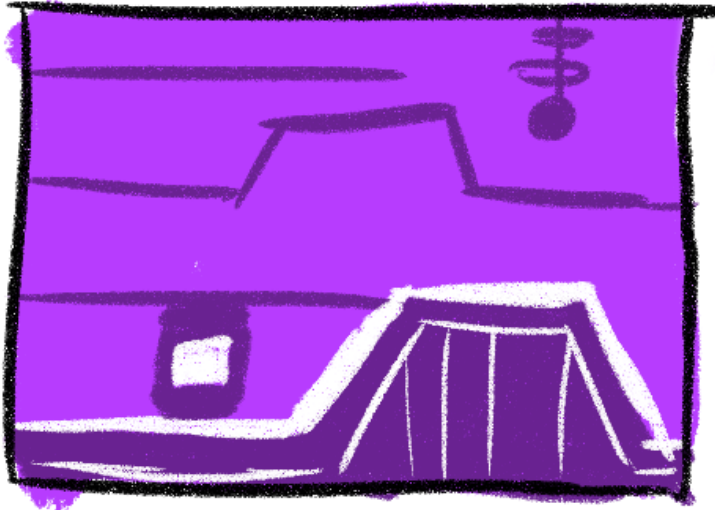
### Challenges:

- Avoiding timed tractor beams
- Using tractor beam to gain height
- Switching tractor beam to get somewhere else
- Avoiding Tiny UFO vertical attacks
- Using Tiny UFO as platforms to get up somewhere (optional)
- Avoiding laser gun slimes
- Getting hit by correctly colored laser gun slime/UFO on purpose to progress
- Use Pizza Cow as platform
- Haul Pizza Cow somewhere hard to reach
- Stack Pizza Cow on one another
- Use Mach roll to avoid turret beam
- Use Super Jump to run into Tractor beam

### Unique gimmick:

- Laser guns slime

- Turret laser guns
- Tractor beams
- Tractor beam switch
- Tiny UFO



## Farm

The level that finally introduce Mort. This level reuse a lot of mechanic from the other level while adding a bit of new elements, namely the fire haystacks, the hook and the Mort transformation. The Mort transformation is initiated when standing near a well where Mort will jump out on Peppino's head. Mort allows you to float and destroy Mort specific cubes with his head smack. However, Mort forces Peppino to move towards grain if he's too near, making Mort eat them and remove the transformation (which can lead to falling off platforms!!). The fire haystack is activated when either a fire enemy touches the haystack or Firemouth Peppino shoots a fireball at it, creating a chain reaction by lighting another close haystacks. Jumping on the fire haystack will cause Peppino to go in the Fire Ass transformation. The hook simply ascends Peppino until he decides to jump off it. Aside from this, the platforms cheese cow, free milk cows, shotgun, enemies, UFO, are all used in conjunction with the other elements of the level.

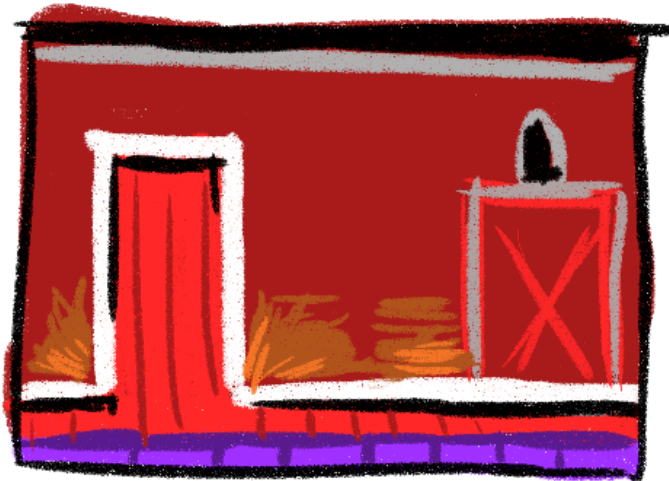
Challenge:

- Using the fire haystack to get up further
- Activate the fire haystack using Firemouth
- Activate the fire haystack using a Pimento
- Using Mort to clear cubes
- Use Mort to clear Bandito Chickens
- Float somewhere using Mort
- Avoid getting hurt with Mort so he doesn't go away
- Float down Electric outlets with Mort
- Avoid grains using Mort
- Try to reach grains with Mort

- Use cows platforms to get up somewhere with Mort
- Teleport with Mort to reach somewhere
- Use the shotgun with the hooks
- Use Mach to escape Fire Haystacks creeping toward the player

Unique gimmicks:

- Mort
- Ascending Hooks
- Fire Haystacks



**Island**

**Forest**

**Beach**

**Kung Fu**

**Mansion**

**Noise Boss 3**

**City**

**Canadian Winter**

Gimmick idea: Sticky floor where you cant jump, snowstorm that pushes you back if you arent behind a tree, grabbable giant poutine that you can dip yourself into to turn into cheese pep, enemies dont attack and are polite, however the police comes after you if you kill one which works like a chasing taxi!

**Sewer**

**Circus**

**Kitchen**

**Noise Boss 4**

**Factory**

**Factory**

**Power out**

**Freezer**

**Kid Party**

**Noise Boss 5**

**Tower Finale**

**Final Boss**

## **Enemies**

(In later levels, enemies could have an alternate version of them that tries to cover for their weakness or give them new/stronger attacks, to be continued)

### **Cheese Slime:**

These are the weakest enemies in the game, they cannot hurt Peppino in any way and will just walk around.

### **Big Cheese:**

These enemies will try to jump on you and squish you when you are near. They take a lot of hit to take down.

**Forknight:**

These have a fork in front of them, touching the fork hurts Peppino.

**Pepperoni Goblin:**

When getting near, they will try kicking you, which makes Peppino go into his Tumble state.

**Bomb Goblin:**

When near these will throw bombs at you, which if you touch will turn you in the Bomb state.

**Winged Anchovies:**

These are enemies that will patrol in the air rather than on the ground, if you are near them they will try bomb diving you, but if you avoid it they will stun themselves on the ground and fly back up to their original height before patrolling again.

**Pizzice:**

These enemies goes faster than normal enemies and will hurt you by simply touching. They can only be hurt by either having an enemy thrown at them or jumping on them to stun them.

**Peppino Robot & Cheese Peppino Robot:**

These enemies throw projectile at you if you are near, a knife that hurts you for the default robot and a curved cheese goop projectile that turns you into Sticky Cheese Peppino if it touches you.

**Kentucky Kenny:**

These enemies throws hot spicy wings in a curved projectile that turns Peppino into Firemouth.

**Pizzard:**

These enemies shoots lightning bolts that turns Peppino into a knight if he touches it.

**Piraneapple:**

These enemies are asleep by default, but once Peppino is near them, they wake up and starts chasing him by bouncing at him, instantly causing damage to him if he gets touched. They can be defeated by stunning them by jumping on them, then hitting them. These will also come out of sauce current to jump at Peppino and chase him on ground.

**Cool Pineapple:**

These enemies are mildly sturdy and will hurt Peppino if he tries jumping on their spiked heads.

**Greaseball:**

This enemy is invincible and can't be killed, but can be thrown in various ways to kill others.

**Spit Cheese:**



This enemy does not move and continuously will throw cheese spikes in a curve that hurts the player.

**Trash Pan:**

These will stand still and continuously throw cheese ball at the player, that turns him in the Cheeseball state.

**Peasanto:**

Hitting those enemies once will make them angry and completely invincible for a short while. You can eventually kill them by hitting them again.

**Ninja Slice:**

These enemies will disguise themselves as other objects and will do a kick attack in your direction, hurting you if you are touched by the foot. You can avoid it by jumping over it.

**Tribe Cheese:**

These enemies hold a pizza cutter in front of them and work like Forknight, except they will also throw the pizza cutter like a boomerang if Peppino gets near.

**Pepper Fencer:**

These enemies will rush at you if you are in front of them, same hitbox as Forknight

**Noisey:**

These enemies work like Forknight, but will try jumping out at you when you are near.

**Weiner:**

These enemies, when hit, will roll out until you stop them. They kill enemies and hurt you when rolling out, to stop them from rolling out you have to jump on them. After enough hits, you can stun them and pick them up.

**Rancher:**

These enemies dont move and will shoot at you if you are in their line of sight. Their projectile is extremely fast, and if it hits you, Peppino will go in the Ghost state.

**Grandpa:**

This enemy does not move and is invincible, hurting Peppino if he touches him. He can only be killed by having an enemy thrown at him or Peppino being invincible.

**Box Stampers:**

These will try stomping Peppino to turn him in the Boxxed State. They can only move from up and down and otherwise float in the air.

**Grabbie hands:**

If Peppino touches this hand, it will bring him back to the start of the room. They fly in multiple pattern.

**Fake Peppino:**

This enemy cannot be killed and chase Peppino relentlessly across the level. When Peppino enters a room or a door, he will appear from the same door a few seconds after if he was not killed in the last room. Fake Peppino tries grabbing Peppino to hurt him.

**Pepperman:**

Pepperman usually chase Peppino in corridor, getting touched by him restarts the encounter with him.

## **Peppino's States**

**Knight:**

Used to destroy metal blocks from underneath. When touching a slope, it will make the suit slide until it hits a wall and remove itself. Peppino is invincible to anything while in this state, but move really slow and can't do much.

**Boxxed:**

Peppino become squished inside a pizza box. In this state if he touches an electrical outlet or is hurt by an enemy he will revert back to being normal. This transformation allows Peppino to pass through gaps at a high speed. However, he can't hurt enemies or destroy bricks while in this state.

**Firemouth:**

Peppino will run automatically in whatever direction he is facing, spitting fire from his mouth. By touching a free milk stand or getting hurt by an electrical outlet, Peppino will come back to normal. This state allows him to shoot fireballs that can go through walls, destroy blocks and kill enemies.

**Firebutt:**

Peppino will jump upward with his butt on fire really high until he touches the ground for him to go back to his normal state.

**Cheeseball:**

Peppino will get caught in a cheese ball until he hits a wall. This transformation allows the player to break cheeseball bricks.

**Sticky cheese:**

Peppino becomes imbibed by sticky cheese. In this state he is slow and clunky, but can stick on wall and basically wall jump. This state is removed by either touching an electrical outlet or getting hurt by an enemy.

**Barrel:**

Peppino becomes slow and clunky, but can roll with the barrel with no momentum needed and can also float across sauce current. Peppino lose this state by either touching an electrical outlet or being hurt by an enemy.

**Bomb:**

If Peppino gets a bomb thrown at him, he will catch it and start running with it until it explodes. The bomb explosion can destroy bomb blocks, bricks and enemies. Touching an electrical outlet or getting hurt by an enemy will make it explode too.

**Ghost:**

Peppino will become a ghost, which allows him to fly go through electrical outlets/enemies and through grids. Peppino cant interact with anything, but will go back to normal once he touches a tombstone.

**Tumble:**

Peppino rolls in whatever direction he was kicked in. He can only stop by hitting a wall or an outlet.

**Animatronic:**

Completely useless, makes you slow and unable to jump.